

Peter Henry

Email: phenry@caltech.edu
Cell: (817) 657-9341
Skype: peter.henry7

GitHub: github.com/mosbasik
LinkedIn: linkedin.com/in/peterhenry7
Resume: goo.gl/H4JVe2

Objective

Seeking an information technology internship/co-op position to gain experience in applied computer science, system analysis/administration, or application development.

Education

California Institute of Technology, Pasadena, CA
Pursuing B.S. degree in Computer Science
Class of 2016

Technical Skills

Python	JavaScript	CentOS	Git	English
Java	PHP	Ubuntu	L ^A T _E X	French
SQL	IA32 / ARM7	Debian	Vim	MS Office
C/C++	Scheme	Windows	Mathematica	Adobe CS
HTML/CSS	Haskell	OSX	VirtualBox	

Projects

whsales.peterhenry.net. Summer 2015 (in progress).

Rewrite and update of existing website used by “Eve Online” players to publically post wormhole sale listings
Adds significantly more granular order sorting/searching capability and more accurate input validation
Interfaces with the Eve Online API and a number of third-party crowdsourced datasets not distributed officially
Back-end written in Python (Django) and SQLite3; front-end in HTML/CSS, Javascript/jQuery and Bootstrap

github.com/mosbasik/moviepicker. Summer 2015 (in progress).

Webapp designed to answer the question “What should we watch tonight?” Users select an arbitrarily large set of movies that they are personally interested in watching Aggregates of users’ movie selections are used to figure out movies that arbitrary user groups want to watch
Interfaces with the IMDB dataset via the OmniDB API
Back-end written in Python (Django) and SQLite3; front-end in HTML/CSS, Javascript/jQuery and Bootstrap

Work Experience

Coursework/Miniprojects